Small Arms and Shoulder Fired Munitions

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DCD Small Arms Evolution
(1 of 2)

Existing Systems | **Emerging Systems** | **Objective Systems**

2001 2002 2003 2004 2005 2006 2007 2008 2009 2010 2011 2012 2013 2014 2015

M9 Pistol

M9 with Modifications or New Personal Defense Weapon

M16A2

M16A4 MWS

M4 MWS

Future Combat Rifle (FCR)
(Variants & Lethality Modules)

M203

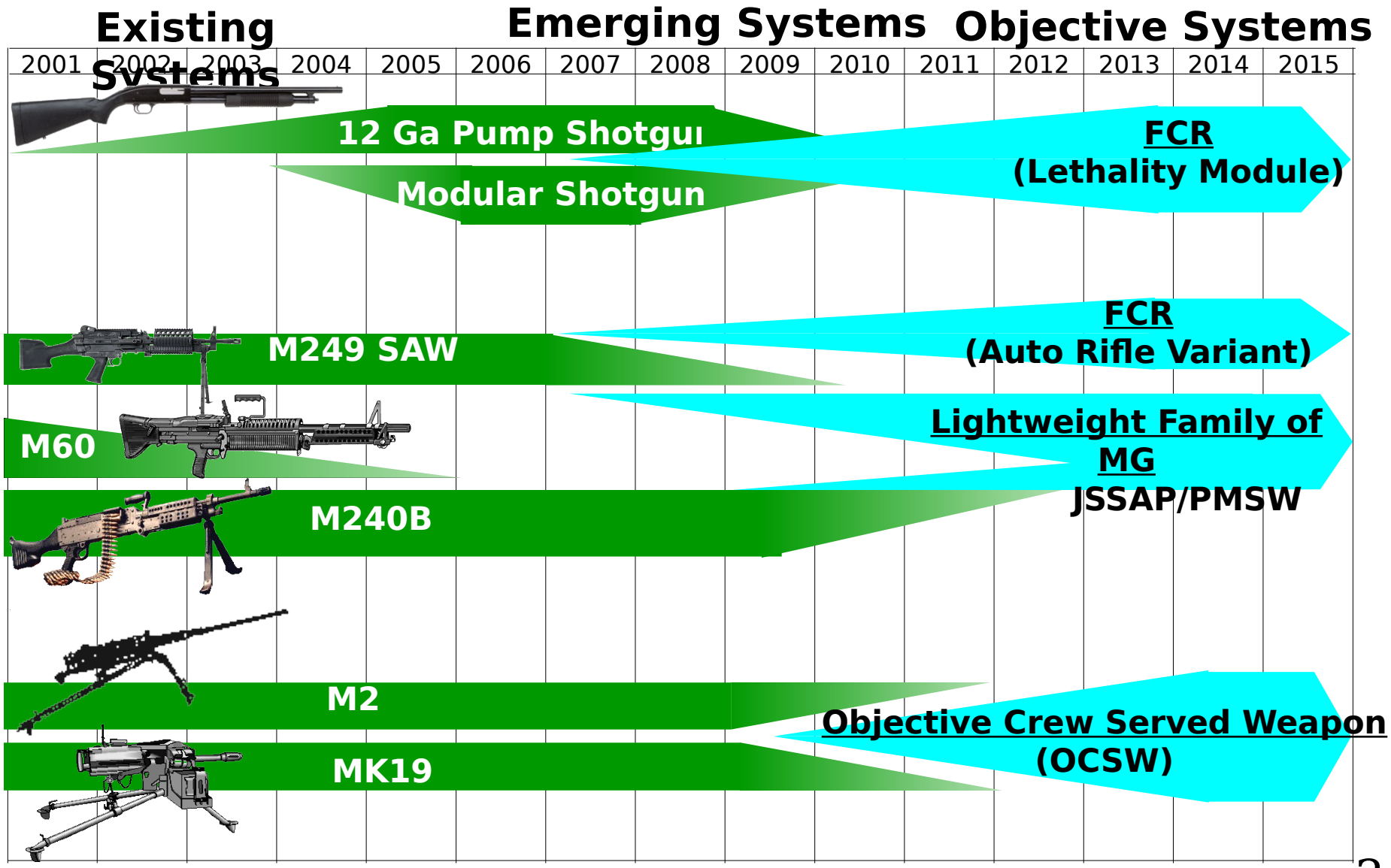
Objective Individual Combat Weapon
(OICW)

M10

M24

Semi Auto Sniper System

DCD Small Arms Evolution
(2 of 2)



DCD Shoulder Fired Evolution

Existing Systems | **Emerging Systems** | **Objective Systems**

2001 2002 2003 2004 2005 2006 2007 2008 2009 2010 2011 2012 2013 2014 2015

AT-4

BLOCK 1

AT-4 (CS)

Urban Assault Weapon (UAW)

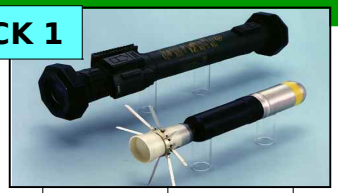
- Less than 20 lbs.
- Fires from Enclosures
- Defeats all three target sets

Assessed current systems and S&T efforts to develop objective system

SMAW-D

SMAW-D (CS)

BLOCK 1



BLOCK 2

Urban Assault Weapon Plan

Incapacitate Personnel Behind:

8” Reinforced Concrete and 12” Triple Brick

Earth and Timber Bunker

Light Armor

Current (FY02-03)

SMAW-D

No FFE | <20lb

AT4

No FFE | <20lb

Interim Alternatives (FY04-09)

AT4-CS Warheads	SMAW-D/CS Warheads
Tandem Wall Breaker: FFE | <20lb	Follow Through Grenade: FFE | <20lb
	High Explosive: FFE | <20lb
High Explosive Squash Head: FFE | <20lb	Enhanced: FFE | <20lb
High Explosive Anti-Tank: FFE | <20lb	

Fire-From-Enclosure (FFE)

Objective (FY06-10)

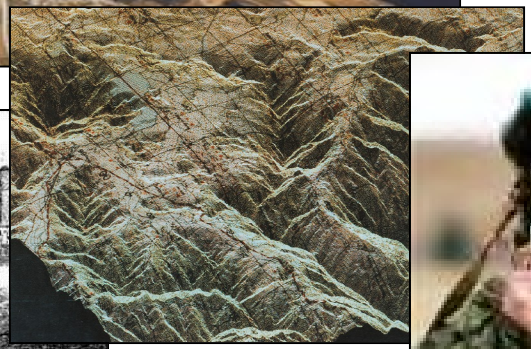
URBAN

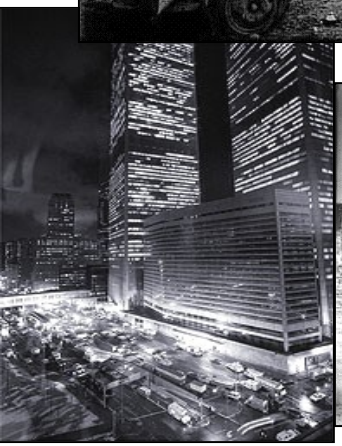
ASSAULT

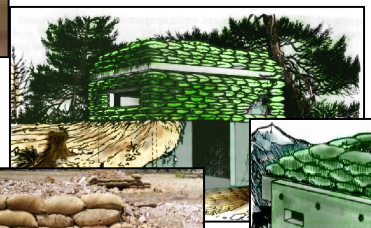
WEAPON

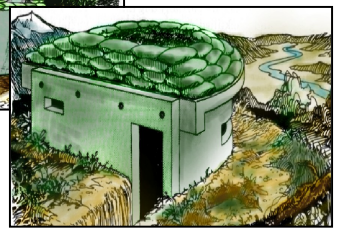
Operational Environment

What are our major concerns of the future battlefield?

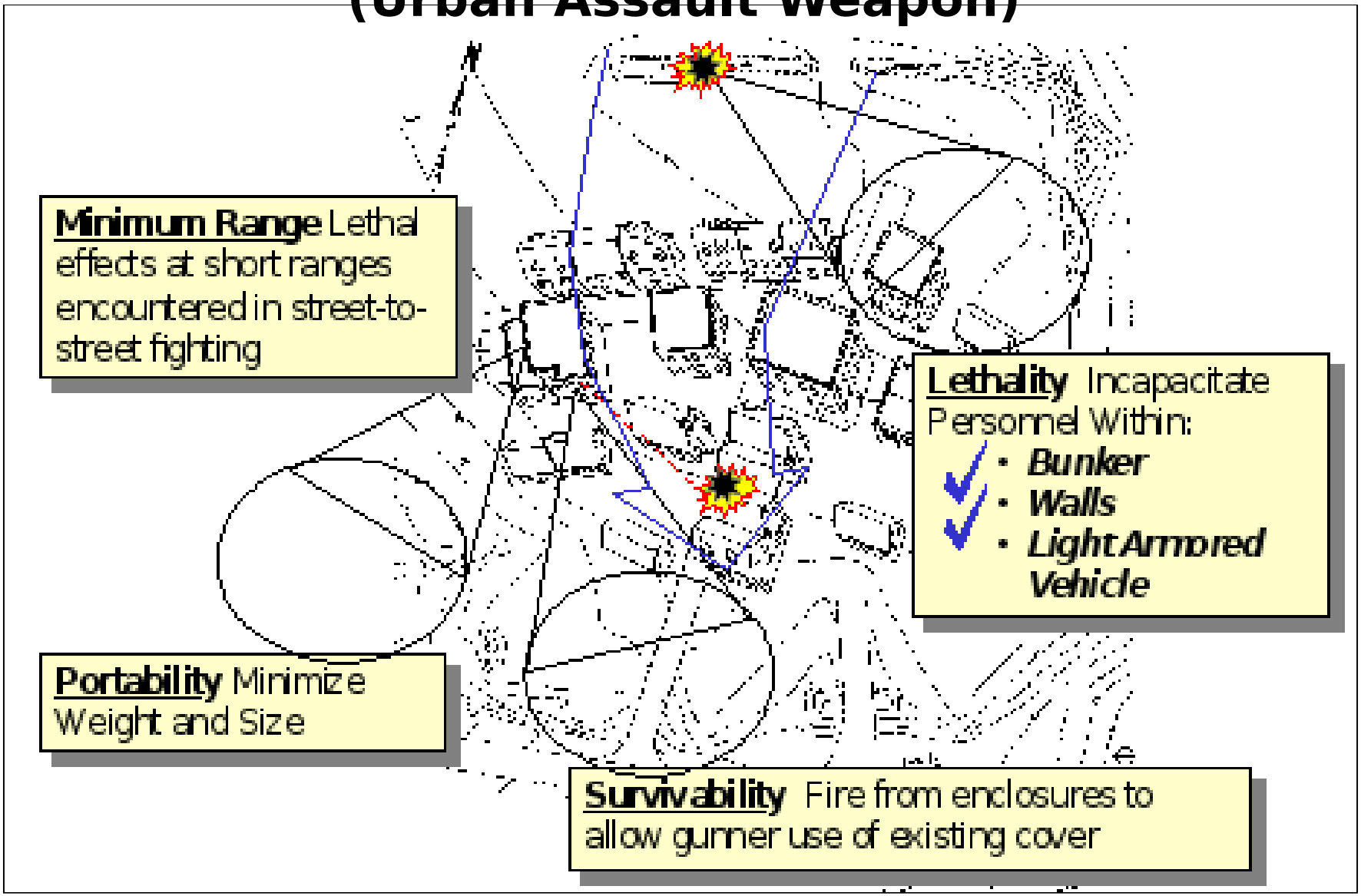




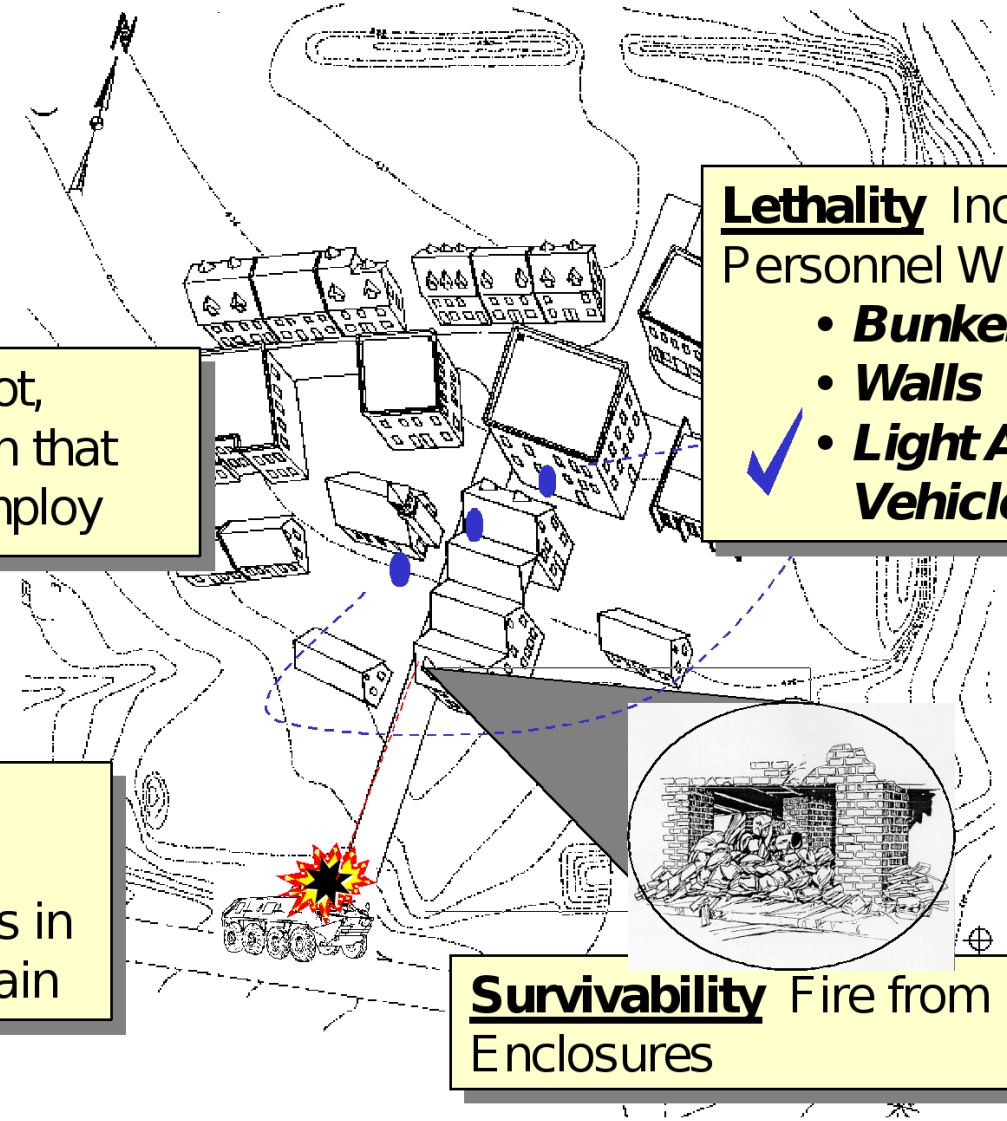




Small Scale Contingencies Offensive Operations
(Urban Assault Weapon)


Minimum Range Lethal effects at short ranges encountered in street-to-street fighting
Lethality Incapacitate Personnel Within:
• *Bunker*
• *Walls*
• *Light Armored Vehicle*
Portability Minimize Weight and Size
Survivability Fire from enclosures to allow gunner use of existing cover

Small Scale Contingencies Defensive Operations
(Urban Assault Weapon)



Munition One-shot, disposable weapon that any soldier can employ

Lethality Incapacitate Personnel Within:

- ***Bunker***
- ***Walls***
- ***Light Armored Vehicle***

Maximum Range Support likely engagement ranges in complex/urban terrain

Survivability Fire from Enclosures

END OF PRESENTATION

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